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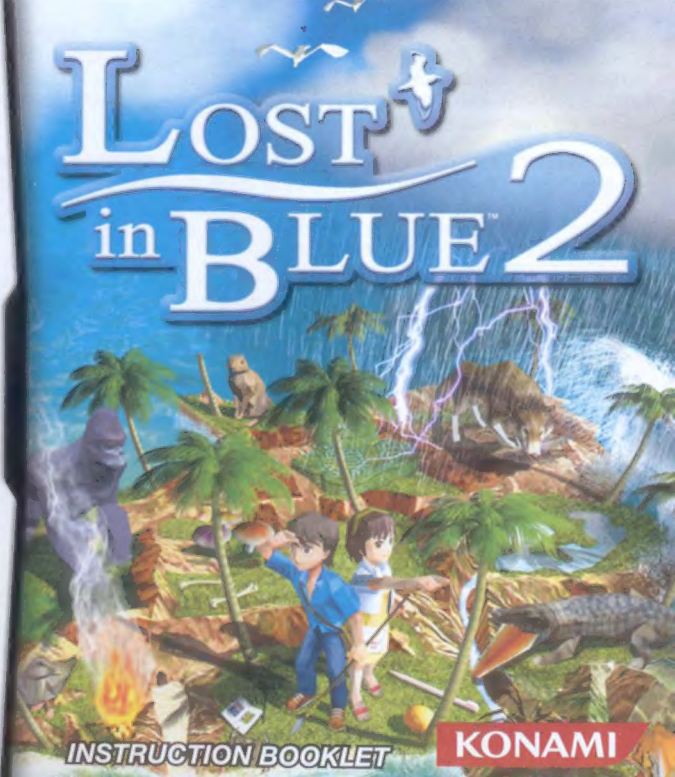
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PRINTED IN THE U.S.A.

NINTENDO DS™



# Lost<sup>+</sup> in BLUE 2™

INSTRUCTION BOOKLET

**KONAMI**

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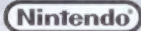


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THIS GAME ALLOWS WIRELESS MULTIPLAYER  
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Thank you for purchasing *Lost in Blue™ 2*. Please note that this software is designed for use with the Nintendo DS™ system. Be sure to read this instruction manual thoroughly before playing. This manual should be retained for future reference.

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## PROLOGUE

Washed ashore after their cruise ship goes down at sea, two teens struggle to survive as they search for a way off the deserted island. But all is not as it seems on the peaceful island. The teens must confront their worst fears as they discover the secrets and dangers that lurk behind every corner.



### Jack

An athletic 18-year-old who is comfortable with nature, Jack has gained much of his knowledge of the outdoors from his excursions with the mountain climbing club to which he belongs. He is a modest person who has a hard time saying "no" to any request.



### Amy

Amy is an 18-year-old who is very curious about everything around her. She can be focused and calm at critical moments, skills that she honed through one of her favorite hobbies - archery. A good cook, Amy has a fear of eating wild mushrooms raw.

## SURVIVE ON A DESERTED ISLAND!

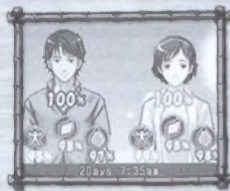


### Survive Together

The game begins when you awaken on a deserted island. Once you start exploring the island, you'll come across another survivor of the shipwreck (your partner) who has also drifted ashore. You must cooperate with this partner to survive and escape from the island.

### Explore the island

The island is vast and full of many things. Explore different areas and gather tools and food. As you explore further, you will be able to do more.



### In order to survive...

Both Jack and Amy have meters for their stamina, hunger, and thirst. If these drop too low, their lives will be in danger. All three deplete rapidly while out in the wild. Make sure to maintain them. When your main character or partner's HP falls to "0," the game will end and you will return to the title screen.

# GETTING STARTED



Check that the Nintendo DS power is turned OFF and insert the Lost in Blue 2 DS Game Card into the DS Game Card slot. Make sure to push the card all the way in.

When you power on the Nintendo DS, the screen shown to the left will be displayed. Tap on the Touch Screen to continue.

On the Nintendo DS Menu Screen, touch the "Lost in Blue 2" panel to start the game. Note: If the Nintendo DS has been set to Auto Mode, you can skip this. Please see the Nintendo DS instruction booklet for details.

When the title screen appears, touch the bottom screen. The main menu will be displayed.

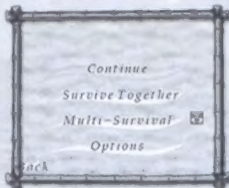
## Main Menu

Choose a mode you want to play from the two modes.

## Continue

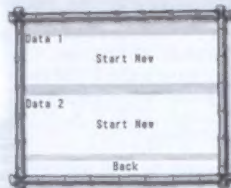
When there is saved data of "Survive Together" or "Serious Survival," you can start playing from the saved scene. (Survive Together→P7 / Serious Survival→P8)

**Note:** You can select this menu only when saved data exists.



**Saving Data / Quick Save**  
For "Survive Together," data will be saved when you go to sleep in a cave. You will be able to check your progress at this point. (Sleep→P18)

For both "Survive Together" and "Serious Survival," you can save your progress as Quick Save data at any time by selecting "Quick Save" in the Sub Menu. You can create two "Save Data" files and one "Quick Save" file.



## Survive Together

This is the main mode. The story develops as you explore the deserted island with your partner. When you play for the first time, select "Start New" and then select the gender of your main character. When saved data exists and you have selected the data, you can select "Load" to start playing from the saved scene.

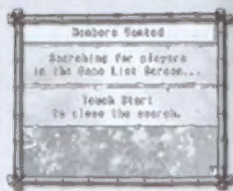
**Load:** Start playing the game from the last scene saved.

**Delete:** Delete selected data. Please note that deleted data cannot be restored.

**Copy:** Copy data to another Save Data slot.

### Multi-Survival

In this mode, compete in mini-games with friends using the DS Wireless Communication function.  
(Multi-Survival→P22)



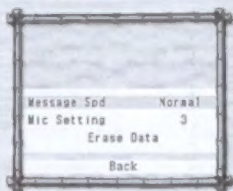
### Serious Survival

In this mode, your goal is to survive as long as possible alone on the deserted island. Select the main character's gender and begin. The game play is the same as "Survive Together," but you will not have a partner in this mode. When your main character's HP drops to "0", the game will end and the number of days you survived and your rank will be displayed.



### Options

Change the game settings or delete data from this screen.



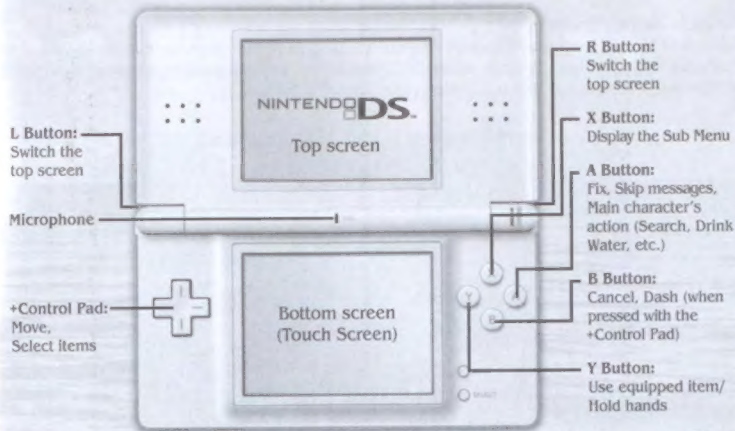
**Message speed:** You can select the speed of messages in the game from normal/ fast/ slow. Adjust the speed by pressing the +Control Pad right and left.

**Erase Data:** Allows you to erase ALL save data. Please note that deleted data cannot be restored.

## HOW TO USE THE NINTENDO DS™

In this game, you will control the characters using both the Nintendo DS Buttons and the Touch Screen.

Game controls for both methods – the DS Buttons and Touch Screen – are explained in this manual.





**Note:** When you play with Nintendo DS (NTR-001), please see the Nintendo DS instruction booklet.

**Note:** If you close your Nintendo DS system during the game, the mode will be switched to Sleep Mode. This will reduce battery consumption. Open your Nintendo DS system to quit Sleep Mode.

### Touch Screen control

You can select an icon or menu displayed on the bottom screen or move the main character with the Touch Screen. When in Action Mode, you can perform various activities by touching or dragging your stylus along the bottom screen.



## SCREEN EXPLANATIONS

The characters and the surrounding environment will be displayed on the bottom screen and the characters' status, map, and other details will be displayed on the top screen.

### Main Screen

You can switch the top screen from Status to Area Map or Island Map by pressing the L Button or R Button.

#### Hand Icon

Touch this icon or press the Y Button to hold hands or use tools.

#### Action Icon

Touch this icon or press the A Button to search the ground or climb up/down.

#### Sub Menu Icon

When you touch here or press the X Button, the Sub Menu will be displayed. (Sub menu → P13)

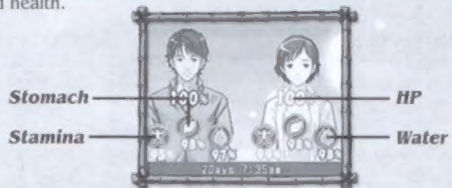


# CHARACTER STATUS

There are four measurements for the status of the main character and partner. In order to survive on the deserted island, it is very important to keep those meters from falling too low.

## Status

Each status measurement is shown with a "%." When the percentages are high, you are in good health.



## Abnormal Status

When you eat something strange or don't sleep well, you will have abnormal status. Some causes of abnormal status will be cured as time advances, but some will not be cured until you sleep or eat an herb.

**Poison:** All status attributes will be reduced.

**Lack of sleep/ Drowsiness:** You will sleep on the spot for a while.

**Thirst:** Water status will be reduced rapidly.

**Stomachache:** You will not be able to eat.

**Excitement:** You will not be able to sleep because stamina will not diminish.

**Sickness:** Water status will be reduced rapidly and HP will be reduced, too.

# HOW TO USE THE SUB MENU

When you touch the Sub Menu or press the X Button, the Sub Menu will be displayed. You will be able to use items or make tools.

## Sub Menu Screen

Select a Sub Menu selection shown on the right side of the screen using the +Control Pad and choose it by pressing the A Button. You can also touch them using the stylus. Time is stopped while the Sub Menu is displayed.



Items you have acquired are displayed here. You will be able to equip or eat these items. Select an item from the list and then select a method to use it. For materials and tools, you can check their attributes.

## Item Attributes

Numbers show attributes of materials and tools. Higher numbers mean more efficient tools.



Rope		Shell	
m	10	10	10
Bait	10	10	10
10	10	10	10
Lure		Stone	
10	10	10	10
10	10	10	10
10	10	10	10
10	10	10	10
10	10	10	10
Oploen			
10	10	10	10
10	10	10	10

### Sub Item

Sub items are items you can use only in certain circumstances like spices used for cooking or bait used for fishing. Press X Button on the item screen to check the number of sub items you have.

### Item Spoilage

Seafood, meat, vegetables and such will go bad after a while. Please note that you will have abnormal status if you eat spoiled items. (Abnormal status→P12)



### Rest

Choose this icon to take a break and recover stamina.

Water and stomach levels will be reduced because time will pass as you rest. (Status→P12) Note: If your stomach level is "0," you will not be able to recover even if you take a rest.



### Make Item

Make a tool using materials you possess.

Select a tool you want to make and then select materials. The number of tools you can make will increase as you explore and acquire more materials.

### Select Materials

Select the materials needed and press the A Button. After all required materials are selected, press X Button and make a tool. Tools you've made will break after they are used several times. The number of times you can use each tool will be changed based on performance of items.

**Tip:** Press the Y Button to sort materials in descending order of performance.



### Picture Book

You can check acquired items and recipes of dishes you made. (Recipe→P20) Select an item using the +Control Pad and press the A Button to see detailed information. Press the X Button to switch between the types of items.



### Quick Save

Quick Save your data.

Please note that when Quick Save data already exists, that data will be overwritten. (Saving data / Quick Save →P7)





# MOVING JACK AND AMY

The main character can take various actions depending on the situation and place. Use various actions and explore the island to find a way to escape.

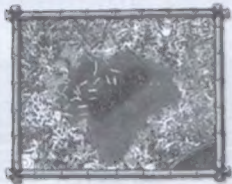
## Move

Press the +Control Pad to move the main character. Move while pressing the B Button to run. You can also move by touching the direction you want to go on the bottom screen. Touch a place farther from the character to run.

## Search

Press the A Button to search the ground and pick up items left there.

**Tip:** Look carefully as you might find hidden items in a place that looks empty.



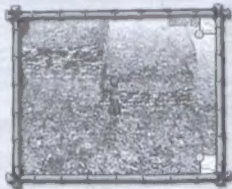
### Search Ground / Shake Tree

Touch the ground below the character's feet with the stylus to search for items hidden underneath. Approach and then touch a tree with the stylus. You can check for items like coconuts by dragging the stylus across the tree (left and right) to shake the tree.

Sub Items you obtained will be displayed over the character's head.

### Climb Up / Climb Down

Press the A Button near a step to go up or go down the step. You can also go up or down a step by touching the other side of the step with the stylus.



## Jump

Press the A Button at the edge of a stepping stone to jump to the other side. You can also jump by touching the other side of the stream.



## Drink Water

Press the A Button near the river to drink water and recover your water level. If you are holding hands with your partner, you can drink water together. (Hold hands→P18)

**Tip:** If you have a bottle, you can fill it with water. You can recover your water level once by using the water bottle from the "Item" sub menu.

## Using Tools

If you equip a tool such as a harpoon or fishing rod from the "Item" sub menu, press the Y Button to switch to Action Mode and go fishing or hunting.

## Talk

Press the A Button when you are near your partner to talk to your partner, give an item to the partner or ask a favor.

**Tip:** Talk to your partner if you are in trouble.



### Hold Hands / Let Go

Press the Y Button when near your partner to hold hands and act with your partner. Press the Y Button again to let go. If you have equipped an item, you will not be able to hold hands.

### Pushing Objects

Press the Y Button when near a big log. You may be able to move it alone. If it is too heavy to move by yourself, bring your partner close to it as well so that you can push it together.



### Cave Actions

There are caves on the deserted island. The main characters use the caves as their base. You can do many things in the caves and the number of things you do will increase as you explore.

**Sleep:** Press the A Button when near your bed to sleep and recover HP and stamina. You can also save data at this time. If you don't have a fire or your stomach level is "0," you will not be able to sleep. (Saving data and Quick save→P7/ Status→P12)

**Make a fire:** Press the A Button near a furnace. You will be able to make a fire if you have a fire-making tool and branches you can use as firewood.

**Cook:** Press the A Button when near a kitchen table to cook. (Cook→P19)

**Use a shelf:** Press the A Button when near a shelf to store and retrieve items.



## COOKING

Some foods, like fish and meat, cannot be eaten raw and must be cooked. When you cook well, Jack and Amy's "stomach" status will recover significantly.

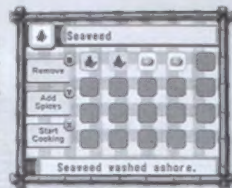


### Select a cooking method

When you approach a cooking table in a cave and press the A Button, the cooking method select screen will be displayed. When there is a recipe, you can select it by pressing the Y Button. The number of cooking methods available to you will increase as you explore.

### Select Ingredients

Next, select ingredients. You can use up to four ingredients per cooking session. After selecting ingredients, press the X Button to start cooking. You can select spices by pressing the Y Button.



### Spices

You can add sub item spices to your dishes. Two kinds of spices can be used at a time. (Sub item→P14)





### **Start cooking**

Different controls will be used while cooking depending on the cooking method. For "cut up," slide along ingredients quickly and cut. For "bake," draw a circle on ingredients and flip them at the right time. There are many other cooking methods besides these.

**Note:** Some ingredients require a two-step cooking method.

### **Finish**

When your dish is ready, you can then choose to cook another dish. You can cook up to four dishes at each meal.

### **Recipe**

When you cook with certain ingredients and spices, the combination will be saved as a "recipe." If you have all the required ingredients the next time you cook, select the saved "recipe" on the cooking method select screen to cook the same dish immediately without using any cooking controls.

## **LOCAL WIRELESS PLAY**

**(DS download play)**

### **Host Controls**

1. Check that the DS is turned off and insert the Game Card into the DS Game Card slot.
2. Turn the power on, and the DS Menu Screen will appear.
3. Tap the "Lost in Blue 2" panel.
4. Select "Multi-Survival" from the main menu.
5. Please refer to page 22 for instructions on how to proceed further.

### **Guest Controls**

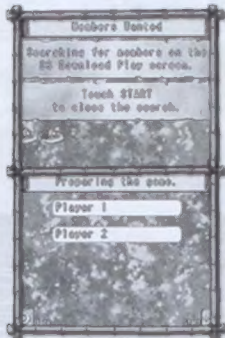
1. Turn the power on, and the DS Menu Screen will appear.
2. Tap DS Download Play after the Host is ready at the "Multi-Survival" screen.
3. Tap "Lost in Blue 2". The download confirmation screen will appear.
4. Tap "Yes" to download data from the Host.
5. Please refer to page 22 for instructions on how to proceed further.



# MULTI-SURVIVAL

In this mode, you can compete with your friends in mini games using DS Wireless Communications. You can play this with just one DS Game Card of this game.

## Preparing for Multi-Survival



### Host Controls

After selecting "Multi-Survival", the Host can then wait for players to join the session. After all players appear on the list, tap "Start" to transfer the Multi-Survival game data to all players.

### Guest Controls

Once you've completed downloading game data, it's time to move on to the mini-games.

### Select a mini game

The Host can select the mini game and time limit. Tap "Start" to begin the match.

### Types of mini games

The actions/controls for each mini-game are the same controls from the single-player Survive Together and Serious Survival modes. The player with the most points is the winner.



### Fire Making

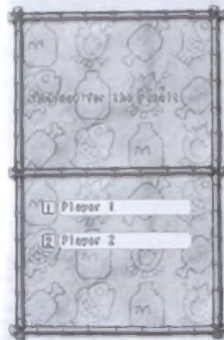
Points will be added when you make a fire.

### Harpoon

Points will be added when you catch fish.

### Milking

Points are added when you accumulate enough milk.



### Results

A mini game will end when the time-limit is passed and the score will be announced in descending order. After checking the score, the parent system needs to select "return" to go back to the mini game select screen. After the match, the choice of which mini game to play passes to the next player.

### Communication Error

If there is a connection loss during gameplay, the match will end and the screen shown to the right will be displayed.

Tap "End" to turn the Nintendo DS system off. Turn the DS system on to start over.



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Konami Game Hint & Tip Line: 1-650-801-0465

Hints are available 24 hours a day. Availability is subject to change.

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